

CLAIMS

[0030] What is claimed is:

1. A hand-held game machine capable of playing games designed to run on other machines.
2. A machine according to claim 1 and comprising:
 - a computer having hardware, an operating system, input keys and an output unit;
 - a game storage unit to store said games; and
 - a compatibility layer to interface between said computer and the input/output and operational expectations of a current game.
3. A machine according to claim 2 and wherein said compatibility layer comprises an input mapper and at least one operating system emulator.
4. A machine according to claim 3 and wherein said input mapper comprises a converter to convert between said input keys and said input expectations of said current game.
5. A machine according to claim 4 and wherein said input mapper comprises conversion units, one per type of input device.
6. A machine according to claim 4 and wherein said input mapper comprises a request unit to determine a type of input device from an input request from said current game.
7. A machine according to claim 6 and wherein said input mapper selects the type of input device to emulate from the output of said request unit.
8. A compatibility layer for a game machine to enable said game machine to run games written for other machines.

9. A layer according to claim 8 and wherein said compatibility layer comprises an input mapper.
10. A layer according to claim 9 and wherein said input mapper comprises a converter to convert between input keys of said game machine and input expectations of a current game.
11. A layer according to claim 10 and wherein said input mapper comprises conversion units, one per type of input device.
12. A layer according to claim 10 and wherein said input mapper comprises a request unit to determine a type of input device from an input request from said current game.
13. A layer according to claim 12 and wherein said input mapper selects the type of input device to emulate from the output of said request unit.
14. A method for running a computer game, the method comprising:

 running said game on a hand-held game machine for which it is not designed without having to rewrite said game.
15. A method according to claim 14 and wherein said running comprises converting between input keys of said game machine and input expectations of said game.
16. A method according to claim 15 and wherein said converting comprises utilizing conversion units, one per type of input device.
17. A method according to claim 15 and wherein said converting comprises determining a type of input device from an input request from said game.
18. A method according to claim 17 and wherein said converting comprises selecting the type of input device to emulate from the output of said request unit.
19. A method for running a computer game, the method comprising:

receiving on a current machine a downloaded computer game designed for a different machine than said current machine;

indicating the input devices expected by said computer game;

configuring the input devices of said current machine to act like said expected input devices; and

running said computer game with said current input devices.

20. A method according to claim 19 and wherein said running comprises converting between input devices of said game machine and input expectations of said game.

21. A method according to claim 20 and wherein said converting comprises utilizing conversion units, one per type of input device.